

# The Diplomacy Tribune<sup>©1990</sup>

Volume 2

February 1990

Number 11

**Y**es, here is yet another issue of those "hideous" Newsroom fonts! AAAAAI I I I I I I EEEEEEE I I I I

Some of you don't get the Zine Register, so you think I've gone off my nut, again. Well, you're part right. Here's how the ZR #15's review went;

*"Gerald keeps promising to upgrade his DTP [that's Desk Top Publishing] program, but so far no such luck! He's got a few games up and running, and seems to be keeping his enthusiasm high. Not alot outside the me reports, and those [here it comes!] Newsroom fonts are hideous, but so far a good record of timeliness and reliability."*

To date, the only people that have complained about the Tribs printface are those that publish, use a laser printer, and do not own a laser printer themselves. It's funny, but these same people also add remarks regarding the lack of anything more than game reports. I'm not sure, but I think I've bumped into a clic. You know, the "Borrowed Laser Printer, My Zines Better Than Yours" clic. Don't worry folks, I won't let it get my "enthusiasm" down, since no one that pays for the Trib has complained about the Trib. Of coure, if you want to, go ahead. Keep the cursing to a minimum and I'll print it too. Hell, why don't we just debate the whole issue (at least it's omacy related). The bottom line. I'll make changes where my readership suggest, just like I stated way back in April of '89.

*"Thank you for your support."*

## Update

I don't know how I over looked this one, but when I posted the house rules last issue, I intended to include a "Provisional Builds" rule. So here it is...

If all players that are eligible to build units send in provisional build orders with thier fall moves the Winter Adjustment Season will be skipped and the Fall/Winter board status will be shown prior to Spring Moves being due.

Ok?

## Deadline February 28th

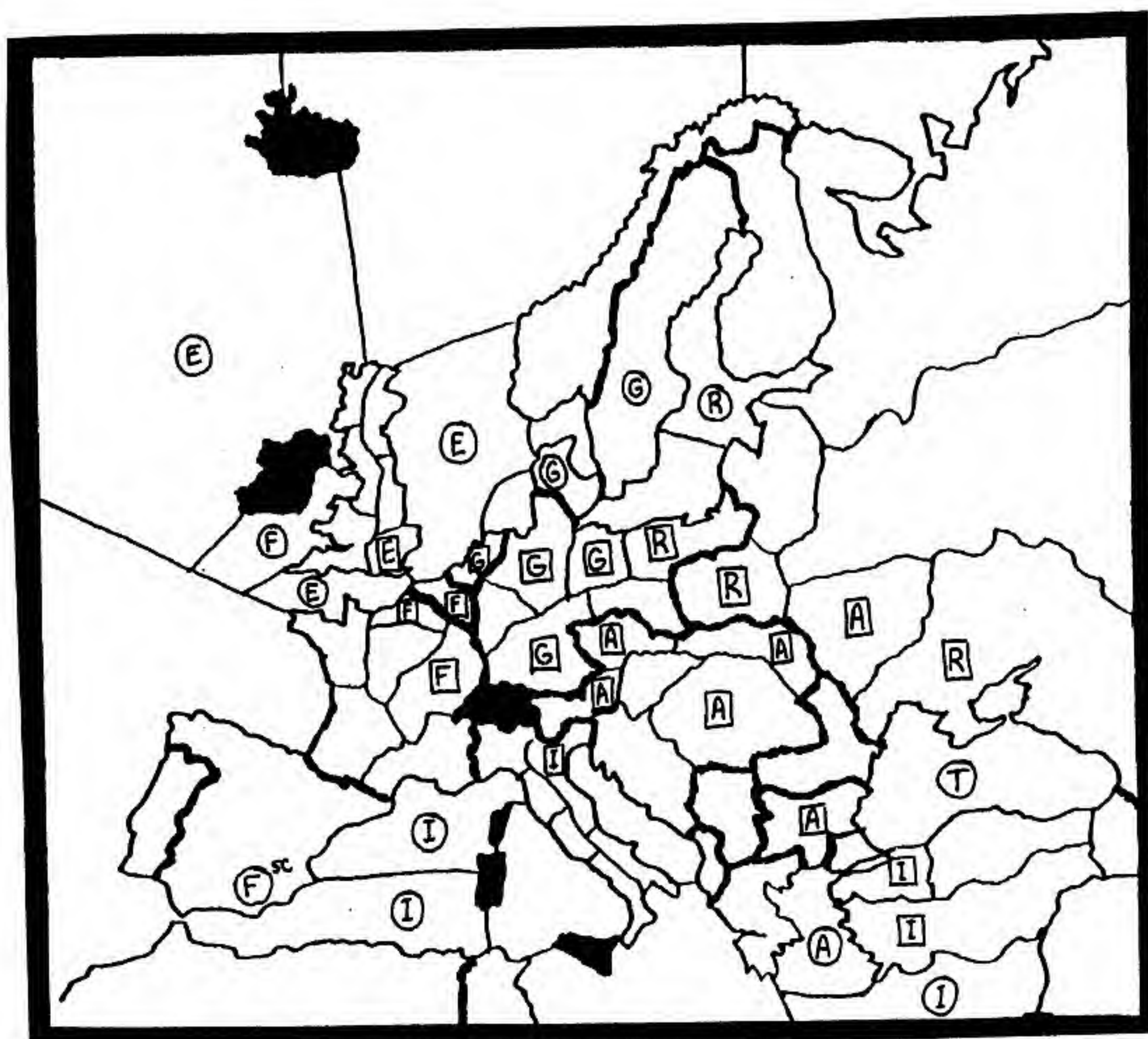
Yeah, yeah, another short month

## Addresses

Please be sure to look over the Players address list in the back, there has been a change or two. Note also, the list shows players only. Trades, non-player subs, complimentary subs, and samples are not listed. The Diplomacy Tribune's circulation is 24 and at least 5 samples go out every month.







TRI0589a

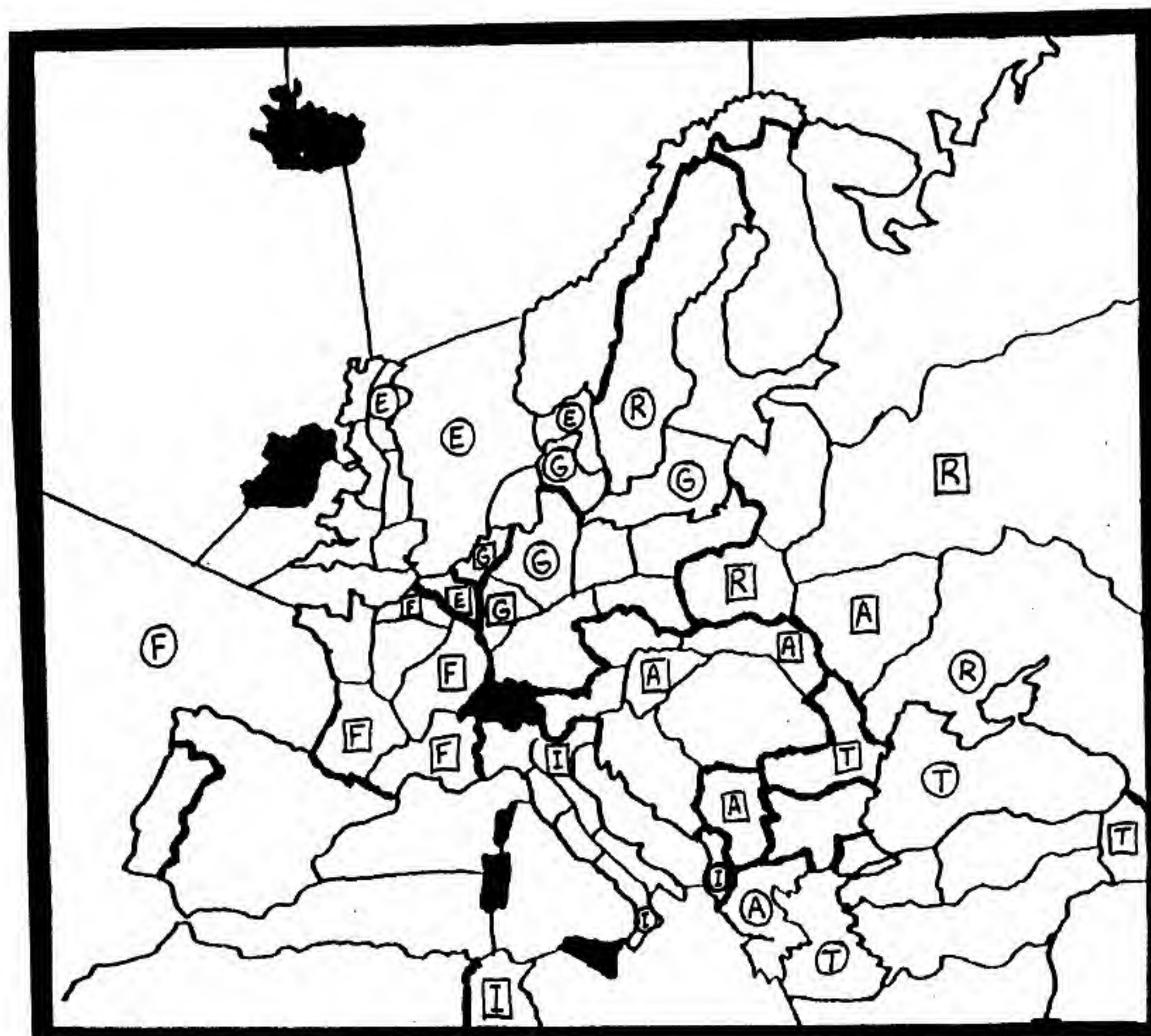
"Abe"

1989IB

Winter 1903

□  
Army

○  
Fleet



TRI1089a

"BARB"

1989IQ

Spring 1902



Winter 1903 Adjustments

Board Status

England (Lachik): A Lon, F Nts, F Ech, F Nao  
 Germany (Armstrong): A Kie, A Ber, A Mun, A Hol, F Den, F Swe  
 Russia (Green): A War, A Pru, A Sev, F Gob  
 Turkey (Weiss): F Bla  
 Austria (Diehl): A Bud, A Tyl, A Boh, A Gal, A Ukr,  
 A Bul, F Aeg  
 Italy (Santella): A Ven, A Smy, A Con, F Eme, F Wme, F Gol  
 France (Sweeney): A Bel, A Bur, A Pic, F Iri,  
 F Spa(sc), F Wal

Press

Mighty Kaiser to Little brother Kaiser: Fighting three of your four neighbors is still not a good idea. Your only ally might decide to stab you and receive assistance from everyone else (hint, hint).

Aus-Tur: You were a very naughty boy!

Aus-Eng: Relief is just a season away.

Berlin: Woah! Slight misprint in that bill I sent to parliment. In that declaration of war two seasons ago I spelled "Austria" R-U-S-S-I-A, just a slight typo. The troops have been informed as to who they're now supposed to fight.

Berlin-GM: Actually, it was Beethoven's birthday (Dec 16th). Mine isn't until September 7th. If however, anyone wishes to send presents, you're more than welcome to.

GM-Berlin: Careful John, you may not like the kind of gifts Dip players send (ssssssssssssssssBOOM!). Of course your extreme fondness of Ludwig Von puts me in mind of A Clockwork Orange.

Votes

Concession to Austrian/Italian Alliance

0 - For      1 - Against

FAILED

Due Next: Spring 1904 Moves



Spring 1902 Moves

The Moves

England (Sweeney): A Bel-S [FR]A Bur-Ruh, F Nts-Hel,  
 F Nwy-Ska, F Edi-Nts  
 Germany (Diehl): A Ruh-Bel, A Hol-S A Ruh-Bel,  
 F Den-S [RU]F Gob-Swe, F Kie-Hel,  
 F Ber-Bal  
 Russia (Renner): A Gal-War, A Ukr-Mos, F Gob-Swe,  
 F Bla-Sev  
 Turkey (Schultz): A Bul-Rum, A Ank-Arm, F Con-Bla, F Smy-Aeg  
 Austria (Wiess): A Rum-Ukr, A Tri-Ser, F Gre-Ion,  
 A Bud-Gal, A Vie-Tri  
 Italy (Kays): A Tun-Hold, A Ven-Tri, F Ion-Alb,  
 F Nap-Ion  
 France (Reid): A Spa-Gas, A Bur-S [En]A Bel, A Par-Pic,  
 A Mar-S A Bur, F Por-Mao

Board Status

England (Sweeney): A Bel, F Ska, F Edi, F Nts  
 Germany (Diehl): A Hol, A Ruh, F Kie, F Bal, F Den  
 Russia (Renner): A Mos, A War, F Sev, F Swe  
 Turkey (Schultz): A Rum, A Arm, F Bla, F Aeg  
 Austria (Wiess): A Vie, A Gal, A Ser, A Ukr, F Gre  
 Italy (Kays): A Ven, A Tun, F Nap, F Alb  
 France (Reid): A Mar, A Gas, A Bur, A Pic, F Mao

Press

Anonymous: "Et-Tu" Sweeney, not "Et-Uno"  
 Aus-Fra: Too bad about the Alps.  
 Aus-Rus: Welcome Czar, do you speak English? My translation  
 of the diplomatic cables and codes is that there will be  
 English-speaking visitors to St. Petersburg this spring, and  
 if you don't speak English, it is probably someone else who  
 is coming to visit.  
 Aus-Ger: Two fleets as builds, that certainly reassures me as  
 to the DMZ we are honoring.  
 Tur-Rus: I'm sorry guy; I really didn't want to do this, but  
 I felt obligated and it was the best opportunity. This is my  
 first PBM Dip stab and I feel terrible. I sorta hope you  
 stabbed too. If you'd been here from the start it would have  
 been a different story. You're a gentleman and I hope we can  
 work together in the future.  
 Anonymous-Top Secret: Don't forget to tell France & Germany!  
 Turkey-Top Secret: You really expect anyone to believe that?!  
 Figaro-East End Daily: Spaghetti for me and cod & caviar for  
 you. I say it still sounds like and even deal.

Due Next: Fall 1902 Moves



## GERMANY

Germany is the most interesting country to play, I find. This is because unlike some other countries, Germany can try most anything once, and can succeed. Its strategic position in the middle of the board makes it seem vulnerable; after all, every country save Turkey could grab a German home center in Fall 1901. However, being surrounded by potential enemies can also translate into Germany's greatest strength, viz. being surrounded by potential allies. Germany's forte lies completely in the ability of the German player to use these neighbors to his advantage. The trick comes in when all of these neighbors have different interests and ideas about the game. Your job is to channel all of these conflicting interests in the right direction, and pick up another 15 centers on the side. Its not easy. Germany does NOT have the best record as far as wins and draws go. But its possible. More perhaps than any other country, Germany must be able to direct every move on the board. The player absolutely must correspond with each and every player at least once a season; in general, a detailed analysis of past and future moves is necessary. (You should be "accessible" to all, including your enemies, just in case a quick switch of sides is needed. Too many players never leave themselves an escape hatch.) The idea is to move the other countries strategically (rather than tactically) by the time they do your dirty work for you they should think that it was their idea all the time. That is the key to being a successful diplomat, by the way. Other countries can win if they can pull it off. Germany couldn't land in a 6-way draw if it doesn't. The question isn't really where to go,

but how to do it once the target has been picked out. Besides striking south immediately, you have three potential enemies: France, England, and Russia. But first, the south.

Germany's A Mun could conceivably play part in the action in the Balkans. That one army has enormous power, but that strength is usually overlooked by most German players, many of whom won't even talk to Austria, Italy, or Turkey! While its normally wiser just to have Austria and Italy make a De-Militarized Zone (DMZ) out of Boh and/or Trl, if you have the entire board in the palm of your hand, you might want to consider attacking Austria with Italian support, keeping in mind that you are 95% dependent on unproven allies in this venture, while barring yourself against your most natural enemies. The risk is enormous. On the other hand, if it pays off you are in the most superb strategic position Germany could possibly be in by Fall, 1901. But if you are not completely sure of yourself, and don't know every detail of the board beforehand, try a more conventional strategy.

France is normally an easy target. If you can gain Bur in spring 1901, great; if he sounds like he's going to move A Par-Bur supported by A Mar, then obviously an attempt to stop him is stupid and the move to Ruh is far superior. In any case, England is asked to move F Lon-Eng and Italy A Ven-Pie. Thus, looking over the entire board, Russia must be occupied in the south so that it has no time to threaten the English; also, if a later Austro-Italian conflict can be stirred up, than Italy will only bother France, leaving the centers for you and England. As long as the battle in the Balkans is even, a 2 to 1 in the west will succeed.



France must have lost his home centers by 1904 at the latest to make any attack worthwhile. At this point, attacking England has tons. On the other hand, Russia should be embroiled in his southern wars, and Italy will be pointed straight at Austria. The course of action is obvious. Germany's armies and England's fleets can blow away any Russian defense in two years, and the Italian coast is a natural for the British fleets. The remaining centers are picked up from the Balkans, though Germany must avoid allowing a stalemate line to form in that area of the board. And never forget that England is at the back door.

Attacking England is not so easy, but is worthwhile. German-French alliances are stable, and anti-stab precautions can easily be put to use. A strategic area of the board is covered and Germany can go either way after England is gone; toward France or Russia. The trick here of course, is timing. Germany will probably be caught between large French and Russian blocks - not a good place to be. With luck, Russia will be involved in the south, and then all you need is to stir up a fight between the French and the Italians. Planning ahead is the key here. Russia is slightly more vulnerable at this point than France is, but it really does depend on the current position. It is most likely that you will eventually take on both France and Russia. For any attack on England to work at least two German fleets will be needed by 1902. If England is not totally crippled by 1903, then you have wasted valuable time.

Lastly, there is the possibility of an attack on Russia. Here it would be best for France to keep England occupied while you take on Russia single-handedly. This sounds like a monumental task, but really isn't

that difficult, especially if the initial attack is through a sly stab. The infamous convoy of A Kie-Liv through Bal is effective since it is so rarely expected and immediately threatens the Russian heartland, thus throwing Germany the initiative. Two or three fleets will be needed to take Sweden and to assist the English OUT of Norway. If skillfully done, Russia will be crushed by 1904.

Any of these avenues of attack can eventually lead to victory. It is entirely up to the player which to choose, since, with a country like Germany, virtually anything is possible. Good Luck!



The Diplomacy Tribune  
Questionnaire

Name:

Age group: \_\_teens \_\_20s \_\_30s \_\_40s \_\_50s \_\_60s+

Are you a subscriber to the Trib?

How did you learn of the Trib?

How many zines do you subscribe to?

Of those zines, how many have you playing in at least one game?

What are your 5 favorite games?

Do you play games other than Diplomacy by mail? (name 1 or 2)

Do you own a computer?

Do you play E-Mail Diplomacy?

Do you publish a Dip Zine? (name)

Give a brief opinion of what you've seen of the Trib so far.

What would you like to see different in the Trib?

Thank you very much for your participation.

send to:

The Diplomacy Tribune